

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of providing gaming with automation using verbal communication, comprising:

providing verbal information of a current game status to a game player from a voice synthesis device through a communication network, wherein the communication network includes one of: a Public Switching Telephone Network (PSTN), a wireless communication network, and a Voice over IP (VoIP) network;

receiving verbal instruction from the game player at the voice synthesis device through the communication network in response to providing the verbal information;

applying the verbal instruction from the game player to update the current game status;
and

providing verbal information of the updated current game status to the game player from the voice synthesis device through the communication network.

2. (Original) The method of claim 1, wherein applying the verbal instruction from the game player to update the current game status occurs at the voice synthesis device by applying speech recognition and natural language understanding.

3. (Currently Amended) The method of claim 2, wherein the voice synthesis device is a personal device of the game player, the method further comprising periodically accessing a computer-implemented application over [[a]] the communications network to update game data of the voice synthesis device.

4. (Original) The method of claim 1, wherein applying the verbal instruction from the game player to update the current game status occurs at a network-based computer-implemented application and wherein the voice synthesis device is a personal device of the game

player that provides the verbal information directly to and receives the verbal instruction directly from the game player.

5. (Original) The method of claim 4, further comprising:
 receiving information data at the voice synthesis device from the network-based computer-implemented application over a data network;
 converting the information data into verbal information at the voice synthesis device;
 interpreting the verbal instruction from the game player to produce instruction data at the voice synthesis device; and
 transferring the instruction data to the network-based computer-implemented application from the voice synthesis device over the data network.

6. (Currently Amended) The method of claim 1, wherein applying the verbal instruction from the game player to update the current game status occurs at a network-based computer-implemented application ~~and wherein the speech synthesis device is a voice services node that provides the verbal information and receives the verbal instruction over a voiced call with the game player~~

7. (Original) The method of claim 6, further comprising:
 receiving information data at the voice services node from the computer-implemented application;
 converting the information data into verbal information at the voice services node;
 interpreting the verbal instruction from the game player to produce instruction data at the voice services node; and
 transferring the instruction data to the network-based computer-implemented application from the voice services node.

8. (Currently Amended) The method of claim 1, further comprising:
 providing verbal information of a current game status to a second game player from the voice synthesis device through the communication network;

receiving verbal instruction from the second game player at the voice synthesis device through the communication network in response to providing the verbal information;

applying the verbal instruction from the second game player to further update the current game status; and

providing verbal information of the updated current game status to the second game player and to the game player from the voice synthesis device through the communication network.

9. (Currently Amended) The method of claim 8, comprising:

providing the verbal instruction from the game player to the second game player through the communication network; and

providing the verbal instruction from the second game player to the game player through the communication network.

10. (Currently Amended) A system for providing gaming with automation using verbal communication, comprising:

a personal voice synthesis device of a game player that provides verbal information of a current game status ~~directly~~ to the game player through a communication network, wherein the communication network includes one of: a Public Switching Telephone Network (PSTN), a wireless communication network, and a Voice over IP (VoIP) network, receives verbal instruction ~~directly~~ from the game player through the communication network in response to providing the verbal information, converts the verbal instruction to instruction data, and provides verbal information of an updated game status to the game player through the communication network;

a first computer-implemented application portion performed by the personal voice synthesis device that applies the instruction data to update the current game status and that generates a request for updates of game data; and

a second network-based computer-implemented application portion performed remotely from the voice synthesis device that receives the request for updates of game data and that provides the updates of game data to the first computer-implemented application portion.

11. (Currently Amended) The system of claim 10, wherein the voice synthesis device periodically communicates over a data communications network with the second network-based computer-implemented application portion to obtain the updates to the game data.

12. (Original) The system of claim 10, wherein the personal voice synthesis device is a personal computer.

13. (Currently Amended) A system for providing gaming with automation using verbal communication, comprising:

a voice synthesis system that receives and converts information data to verbal information and provides the verbal information of a current game status ~~directly to the~~ a game player through a communication network, wherein the communication network includes one of: a Public Switching Telephone Network (PSTN), a wireless communication network, and a Voice over IP (VoIP) network, receives verbal instruction ~~directly from the game player~~ through the communication network in response to providing the verbal information, converts the verbal instruction to instruction data, and provides the instruction data; and

a network-based computer-implemented application that provides the information data to the voice synthesis system, receives the instruction data from the voice synthesis system, and applies the instruction data to update a current game status, and wherein the information data comprises data specifying the update to the current game status.

14. (Currently Amended) The system of claim 13, wherein the voice synthesis system comprises:

a personal data device of the game player that receives and audibly produces the verbal information, receives the verbal instructions through the communication network, and converts the verbal instructions into DSR parameterization data; and

a voice services node that receives the information data from the application, converts the information data into the verbal information, receives the DSR parameterization data, and converts the DSR parameterization data into the instruction data.

15. (Original) The system of claim 13, wherein the voice synthesis system comprises:

a personal computer of the game player that receives first voice-over-IP data, converts the first voice-over-IP data to the verbal information, receives the verbal instructions, and converts the verbal instructions into second voice-over-IP data; and

a voice-over-IP exchange that receives the information data and converts the information data into the first voice-over-IP data, and that receives the second voice-over-IP data and converts the second voice-over-IP data into the instruction data.

16. (Currently Amended) The system of claim 13, wherein the voice synthesis system comprises a voice synthesis device of the game player that receives information data from the network-based computer-implemented application over a data network, converts the information data to the verbal information, and provides the verbal information to the game player through the communication network, and that receives the verbal instructions from the game player through the communication network, converts the verbal instructions into the instruction data, and provides the instruction data to the network-based computer-implemented application over the data network.

17. (Original) A system for providing gaming with automation using verbal communication, comprising:

a voice services node that receives information data, converts the information data to verbal information and provides the verbal information of a current game status over a voiced call with the game player, receives verbal instruction from the game player over the voiced call in response to providing the verbal information, converts the verbal instruction to instruction data, and provides the instruction data; and

a network-based computer-implemented application that provides information data to the voice services node, receives the instruction data and applies the instruction data to update a current game status, and wherein the information data comprises data specifying the update to the current game status.

18. (Original) The system of claim 17, further comprising a profile database containing profile data for the game player, and wherein the network-based computer-implemented application accesses the profile data for the game player based on verification of the game player to configure the game being played.

19. (Original) The system of claim 18, wherein the verbal instruction from the game player comprises profile information for configuring the game being played, wherein the voice services node converts the profile information into profile data included in the instruction data, and wherein the network-based computer-implemented application stores profile data in the profile database for subsequent use in configuring the game being played.

20. (Original) The system of claim 17, wherein the voice services node provides the verbal information of a current game status to a second player through the communications network over a second voiced call, receives verbal instruction from the second player over the second voiced call, converts the verbal instruction of the second game player to instruction data, and provides the instruction data, and wherein the network-based computer-implemented application applies the instruction data to further update the game status.

21. (Original) The system of claim 20, wherein the voice services node bridges the voiced call with the game player to the second voiced call with the second game player.

22. (Original) The system of claim 21, wherein the voice services node bridges the voiced call with the game player to the second voiced call with the second game player such that the game player can hear the second game player but the second game player cannot hear the first game player.

23. (Original) The system of claim 17, wherein the voice services node provides the verbal information of a current game status to a second player through the communications network over the voiced call, receives verbal instruction from the second player over the voiced call, distinguishes the voice of the second game player from the voice of the first game player, converts the verbal instruction of the second game player to second instruction data, and

provides the second instruction data, and wherein the network-based computer-implemented application applies the second instruction data to further update the game status.

24. (Original) The system of claim 17, wherein the network-based computer implemented application also provides visual information, in coordination with the verbal information provided from the voice services node, to a display device of the game player.